

## Tournament Rules

### Laws of the Game:

All Games will be played under international rules (FIFA), with the exception that a goalkeeper may not be fair charged.

### Team Eligibility:

1. A team may not change its roster after registration.
2. Teams registered with a "US Youth Soccer State Association" and "US Club Soccer Affiliated Teams" may participate in the tournament.

<u>Age Group</u>	<u>Field Size</u>	<u>Offsides</u>	<u>Guest Players</u>	<u>Roster</u>
U7 - U8	4 v 4	No	1	10
U8 - U10	7 v 7	No	3	12
U11 - U12	9 v 9	Yes	4	16
U13 - U19	11 v 11	Yes	5	22 (18 can dress)

### Registration Requirements:

1. A Current Player Pass.
2. Copy of current state approved roster on file with tournament registrar.
3. Current IYSA Risk Management Certification
4. Signed and dated IYSA "Emergency Medical Release & Liability Waiver" Form.
5. Guest players must have the same information to register.
6. Players may play on two teams if they are in different divisions (must be approved by Tournament Director).
7. Teams from outside Illinois must present an approved "application to travel" from their home state's USYSA affiliate.
8. Form NT (if Applies)
9. Out of town teams must go through GCI Team Travel for hotel accommodations.

### Match Length & Ball sizes will be:

U19 2-35 Minute Halves Size 5 Ball U18 2-35 Minute Halves Size 5 Ball  
U17 2-35 Minute Halves Size 5 Ball U16 2-35 Minute Halves Size 5 Ball  
U15 2-35 Minute Halves Size 5 Ball U14 2-35 Minute Halves Size 5 Ball  
U13 2-35 Minute Halves Size 5 Ball U12 2-30 Minute Halves Size 4 Ball  
U11 2-30 Minute Halves Size 4 Ball U10 2-25 Minute Halves Size 4 Ball  
U9 2-25 Minute Halves Size 4 Ball U8 2-25 Minute Halves Size 4 Ball  
U8 4v4 4 10 min Quarters Size 4 Ball

### Substitutions

Unlimited substitutions shall be permitted on any dead ball. Mandatory substitutions shall be required in the event of an injury. This mandatory substitution shall be on a one for one basis. This does not apply to goalkeepers. A coach may substitute for a yellow carded player with the referee's permission.

**7v7 Build out line Rules:**

When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

**Head Ball Rule:**

Please note that U11 is listed in the U.S. Soccer Concussion Initiative document because U11 players can be 10 years old at the beginning of the season. Therefore because of the concerns for the safety of younger players, beyond the limitations of the laws of the game, this event will follow the new rules not allow players ages 10 (U11 teams) and below to head the ball during games. “When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.”

**4V4 Rules:**

- 1) All kicks are indirect
- 2) Kick-ins are okay from the sidelines
- 3) The defending team must retreat to midfield on all goal kicks.
- 4) No offside

**Start of Game:**

Referees will flip a coin with Team Captains to determine direction and which team starts with the ball.

**Home Team**

The first listed team is the Home team. The home team wears white. The referee will decide direction and ball at the coin toss prior to the start of the game.

**Visiting Team**

The second team listed on the schedule is the visiting team. The visiting team wears the darker colored of their two jerseys. If there is a jersey color conflict, the team violating the above will change uniforms.

**Red Cards:**

Any red card received will result in a one-game suspension for the next tournament game. Any red cards given for fighting will result in a suspension for the remainder of the tournament. All red cards will be reported to both the Illinois Youth Soccer and the player's/coach home state. If a coach is given a red card the team must be able to supply a carded coach from the club immediately. If they are unable to produce a coach the team will forfeit the match and be given zero points.

**Determining Group Winners:**

Division winners in the case of multiple divisions will be determined on a point basis. Three (3) points awarded for a win.

Four (4) points awarded for a win by forfeit.  
One (1) points awarded for a tie  
Zero (0) points awarded for a loss  
Zero (0) points awarded for a team that forfeits a match  
One (1) point awarded for a shutout.

### **Tiebreakers for a Group Play:**

In the event of ties in points standing, for wildcards, group or division standings in the case of multiple divisions, the following tie breakers will be used to determine final group or division standings:

1. Head to head competition between the teams that are tied (this criteria will not apply if more than 2 teams are tied).
2. Goal Differential max of (5) per game. (Goals for minus goals against)
3. Team with the most wins
4. Most Goals scored max of (5) per game.
5. Fewest Goals allowed max of (5) per game.
6. Penalty kick elimination (F.I.F.A.)
  - If more than 2 teams are tied, the tie breaker sequence will be followed starting at #2 until a team is eliminated. The remaining teams will restart the sequence until tie is broken.
  - If 3 teams or more are tied after tie breaker sequence, FIFA kicks will be taken. A blind draw will determine the order in which the teams kick. A coin toss will decide the order of the kicks.

### **Tiebreakers for Quarter-Final, Semi-Final & Final Games:**

1. Two five minute overtime periods (Golden Goal)
2. Penalty kick elimination (F.I.F.A)

### **TIE BREAKER-PENALTY KICKS**

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

**PROCEDURE:** Penalty Kicks will be taken in accordance with the Laws of the Game.

**ELIGIBLE PLAYERS:** Only players on the field at the end of the match are eligible to participate.

1. Each team will select five (5) players to kick.
2. Teams will alternate kicks – First team to kick will be determined by the referee's coin flip.
3. If the score remains tied after five (5) kicks, teams will alternate kicks until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.

### **Protest:**

Protest must be presented in writing within 60 minutes of completion of the protested game at Tournament Headquarters with a \$100.00 protest fee. If the protest is upheld, the fee will be returned. Referee judgment calls will not be a basis for protest.

### **Awards:**

All Divisions with will receive awards for 1<sup>st</sup> and 2<sup>nd</sup> place awards.

### **REFUNDS**

If the event is canceled in its entirety due to weather, Metro Alliance FC will issue a partial refund of the application fee. This also applies if a team does not play any games.

- Teams that play **one (1) game** will receive a **50% refund** of the entry fee.
- Teams that play **two (2) games** will receive a **25% refund** of the entry fee.
- **No refunds** will be issued once **three (3) or more games** have been played.

No refunds will be given after schedules have been posted.

**No Jewelry - No Hard Billed Caps - No Dogs**